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TASK MANAGEMENT OR CONTROL - Patent Storm

2005-06-076904595 Priority in a **portable thread environment** ... 2004-11-236823510

Machine cut **task** identification for efficient partition and distribution ...

www.patentstorm.us/class/ 718/100-TASK_MANAGEMENT_OR_CONTROL.html - 39k - [Cached](#) - [Similar pages](#)

Priority scheduling - Patent Storm

... systems: virtual **machine task** or process management or **task** management/control

... 2005-06-076904595 Priority in a **portable thread environment** ...

www.patentstorm.us/class/ 718/103-Priority_scheduling.html - 38k - [Cached](#) - [Similar pages](#)

State Threads for Internet Applications

... to avoid lock contention around its own global data (a non-trivial **task**), ...

The **State Threads** library is a derivative of the Netscape **Portable Runtime** ...

state-threads.sourceforge.net/docs/st.html - 24k - [Cached](#) - [Similar pages](#)

Thread Migration for High-Performance Distributed Computing

To implement **thread** migration in a heterogeneous **environment**, ... systems to generate **machine**-independent information of a **thread's** running **state**. ...

www.cs.kent.edu/~farrell/ ocar.net/research/steve.chapin.html - 11k - [Cached](#) - [Similar pages](#)

Bakar - Fast Fundas Series - Real-Time (Realtime) Systems ...

In computer science, a finite-**state machine** (FSM) or finite-**state** automaton ...

One of them is the internal **state** of a **task**. This is a very common model and ...

dinkercharak.com/comp/fastfundas/rts.htm - 28k - [Cached](#) - [Similar pages](#)

1.2. Definitions

A number assigned to a **task** or **thread** in a multitasking system that sets the ...

state machine / **state** control. A type of control system where you define ...

developers.cogentrts.com/cogent/cogentdocs/gl-defs.html - 61k - [Cached](#) - [Similar pages](#)

The NKS Virtual Machine

The virtual **machine** supports a multithreaded execution **environment** with the ...

The runtime **state** of a **thread** is defined by the context (discussed below). ...

developer.novell.com/research/ devnotes/1999/septembe/05/03.htm - 66k - [Cached](#) - [Similar pages](#)

NOVELL: AppNotes Printer Friendly

The runtime **state** of a **thread** is defined by the context (discussed below). ...

A **thread** from outside the virtual **machine** can migrate into the virtual ...

developer.novell.com/research/ devnotes/1999/septembe/05/dpv.htm - 44k -

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Keep It Simple: Towards a Simple Realtime Software Design

Reduced message interaction simplify design as inter-**task** message handling ...

Typically **state machines** do not call blocking OS primitives while executing ...

www.eventhelix.com/RealtimeMantra/KeepItSimple.htm - 38k - [Cached](#) - [Similar pages](#)

[PS] **Portable** Multithreading The Signal Stack Trick For User-Space ...

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1.2 The Exercise As we have mentioned, a **thread** shares its **state** with the underlying ... **machine** contexts on which user-space **threads** can be implemented. ...

www.gnu.org/software/pth/rse-pmt.ps - [Similar pages](#)

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